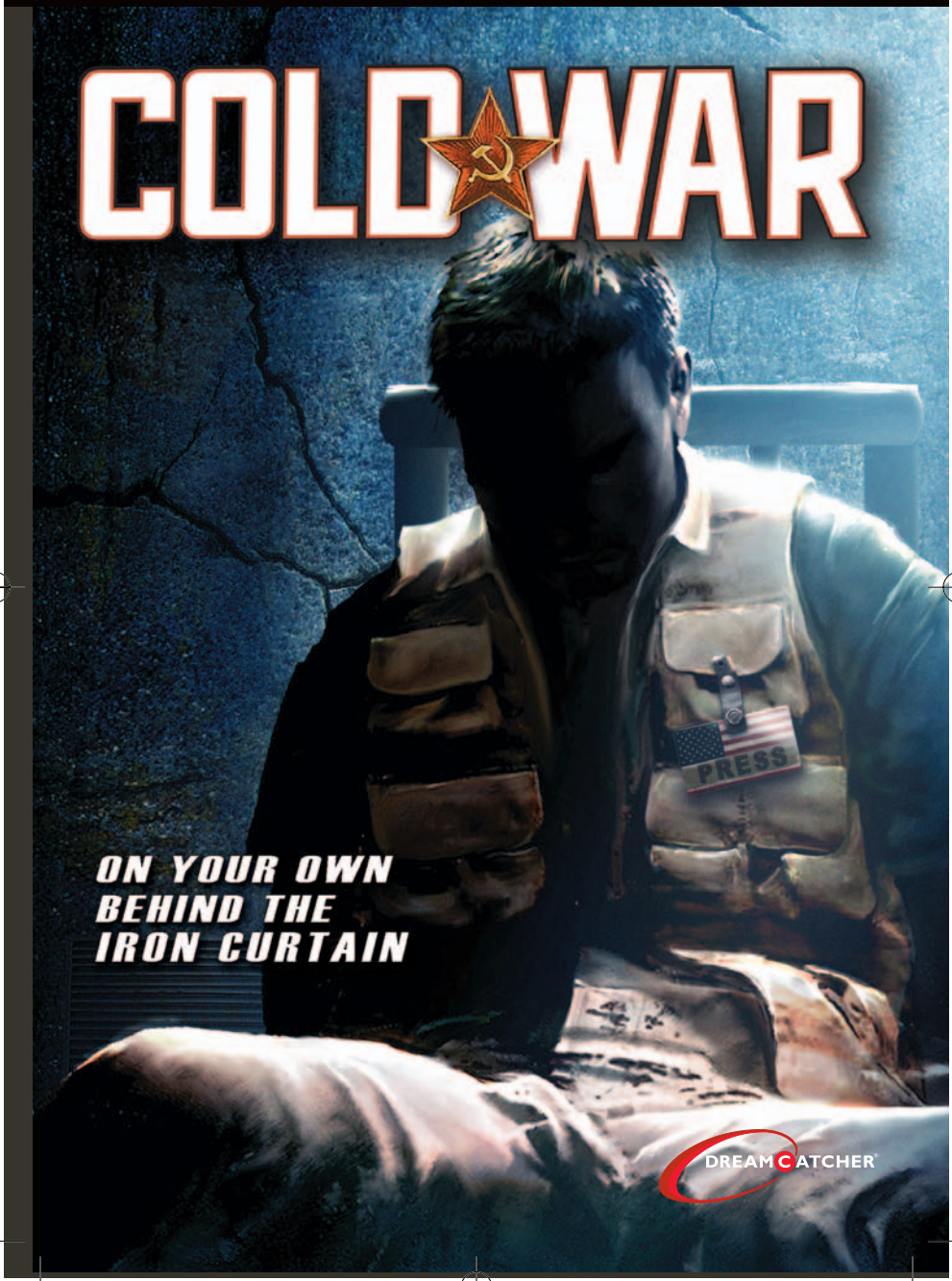
NEW_CW_manual_EN.qxd 9/20/05 9:10 AM Page 1

USER'S GUIDE



EPILEPSY WARNING

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experiences any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.

NEW_CW_manual_EN.qxd 9/20/05 9:10 AM Page 3

TABLE OF CONTENTS

INTRODUCTION 4
INSTALLATION 4
System Requirements 4
Installing Cold War 5
Uninstalling Cold War 5
RUNNING THE GAME 5
Screen Resolution and Sound Devices 5
StarForce Copy Protection 6
GAME MENUS 7
Main Menu 7
Game Options Screen 7
Controls 7
Audio 9
Video 9
In Game Menu 9
PLAYING COLD WAR 10
Getting Started 10
Object of the Game 10
Saving and Loading 10
Quicksave and Quickload 11
Level Objectives 11
Status Display 11
Battery/Power 11
Health Meter 12
Enemy Alert Level 12
Stealth Meter 12
Holster 12
Item Selection Menu 13
Movement 13
Map Mode 14
Actions Menu 14
COMBAT 15
Ranged Combat 15
Close Combat 16
SPECIAL WEAPONS 16
INTERACTION 18
Searching Bodies 18
Hiding Bodies 18
Healing Your Injuries (Using Medikits) 18
Visibility and Noise 19
Luring Enemies 19
TECH POINTS, BLUEPRINTS, AND GADGETS 20
Constructing Gadgets and Devices from Blueprints and Components 20
BYPASSING SECURITY DEVICES 21
ENEMIES 22
TIPS 23

NEW_CW_manual_EN.qxd 9/20/05 9:16 AM Page 4

APPENDIX A: CONTROLS *24*
Movement Controls *24*
Action Controls *24*
Inventory Controls *24*
Interface Controls *24*
CREDITS *25*
TECHNICAL SUPPORT *27*
Online Support *27*
Telephone Support *27*

INTRODUCTION

It's 1986, and the United States and the Soviet Union are taking the first tentative steps toward perestroika—a sense of friendship and cooperation that has not existed between the two world superpowers for decades. It appears that the Cold War might actually be over.

Unfortunately, not everyone thinks that glasnost is a good thing. A fundamentalist faction within the Soviet government doesn't want the Cold War to thaw—they want it to heat up. Led by Barinsky, the radical head of the KGB, a group of separatists is making a last, desperate attempt to return the USSR to the control of the hard-line Communist regime by framing an American in a plot to assassinate the Soviet president and set off a chain of events that could very well lead to World War III.

Matthew Carter, a hard-nosed American journalist following a tip from an informant, has just arrived in Moscow to cover a story. He is hoping that this assignment will lead to the story of a lifetime. Instead, it leads him into the thick of Barinsky's plot. Now, instead of vying for a Pulitzer Prize, Carter is fighting to clear his name, get to the bottom of Barinsky's sinister plan, and—hopefully—get out of the Soviet Union alive.

INSTALLATION

SYSTEM REQUIREMENTS

MINIMUM
Operating System: Windows® 98/Me/2000/XP
Processor: 1.7 GHz CPU
Memory: 384 MB RAM
Hard Disk Space: 1.5 GB available
CD- or DVD-ROM Drive: 8X or Higher
Video: nVidia GeForce 3 (not Geforce 4MX) / ATI Radeon 8500 or better video card with 64 MB video memory
Sound: DirectX 9.0c or better compatible sound card
Input: Keyboard and Mouse

RECOMMENDED
Operating System: Windows® 2000/XP
Processor: 2.4 GHz CPU
Memory: 512 MB RAM
Hard Disk Space: 1.5 GB available
CD- or DVD-ROM Drive: 8X or Higher
Video: nVidia GeForce FX 5700 / ATI Radeon 9600 or better ATI or nVidia video card with 128 MB video memory
Sound: DirectX 9.0c or better compatible sound card (Sound Blaster® X-Fi™ series recommended)
Input: Keyboard and Mouse

INSTALLING COLD WAR

To install Cold War:

- Insert Cold War Disc 1 in your CD- or DVD-ROM drive.
- If AutoPlay is enabled on your system, an Install screen appears automatically. If AutoPlay is not enabled, double-click on the My Computer icon on your Windows desktop or select My Computer from the Windows Start menu, and then double-click your CD- or DVD-ROM drive icon. If the Install screen still does not appear, double-click the Setup file to begin installation.
- Follow the on-screen instructions to complete the installation of Cold War.

UNINSTALLING COLD WAR

To uninstall Cold War:

- Open the Windows Start Menu.
- Browse to the Cold War application and select Uninstall Cold War.

Alternatively, you can open the Windows Control Panel, select Add/Remove Programs, select Cold War, and then click Remove.

RUNNING THE GAME

TO RUN COLD WAR:

- Make sure Cold War Disc 2 is in your CD- or DVD-ROM drive.
- If you have AutoPlay enabled, the game starts when you insert the CD. If you do not have AutoPlay enabled, double-click the Cold War icon on your desktop or select the game from the Windows Start menu.

SCREEN RESOLUTION AND SOUND DEVICES

When you start the game for the first time, the Cold War First Run window opens, allowing you to set the basic Cold War options. These settings are automatically used when the game starts. You can't change these options in-game, but you can access them by selecting Change options for Cold War from the Cold War folder on the Windows Start menu.

Cold War options
Video
Sound
Troubleshooting
Screen resolution
You can run Cold War either in fullscreen mode, or in a window on the desktop.
You can select one of the predefined resolutions to use either for fullscreen mode or for the window.
Resolution:
800 x 600
Run Cold War in fullscreen mode
OK
Cancel

The Cold War Options window that you run from the Windows Start menu has three tabs. To access the option controls, click the tab for the options you want to adjust:

- **Video Options:** Set the game resolution and full-screen or windowed mode.
- **Sound:** Select a sound card/driver.
- **Troubleshooting:** Reset all options to their defaults.

Additional video and audio options can be set from within the game. See "Game Options Screen" for details.

To exit the Cold War Options window and save the option settings, click OK at the bottom of the window. To exit the Cold War Options window without saving the new settings, click Cancel.

VIDEO OPTIONS

On the Video options tab, select the screen resolution at which you want to run Cold War. Select a resolution from the choices on the drop-down menu. Higher resolution provides better detail, but might cause performance issues on slower computers.

To run the game in full-screen mode, click the checkbox. To run the game in a window, make sure this checkbox is unchecked.

SOUND OPTIONS

On the Sound options tab, select the sound device that you want to use for Cold War. During installation, the game automatically selects an appropriate sound device. To change sound devices, select the new device from the drop-down menu. Check your hardware documentation to determine which sound option(s) will work on your computer. To turn off all of the game sounds, select No Sound from the menu.

The Sound tab also has three buttons:

- **Default:** Reset the sound options to their original settings. The default device usually provides the best audio experience.
- **Compatible:** Allow the game to search for and select a compatible sound device option. Try using this option if you have problems with the default sound device.
- **No Sound:** Turn off all of the game sounds (music, dialog, and sound effects).

TROUBLESHOOTING

Select this tab if you experience any problems during the game. Click the Reset all options to default values button to reset the options to the settings that were automatically selected when the game was installed. Note that this resets not only the options set in the Cold War Options window, but also those set on the in-game Game Options Screen.

STARFORCE COPY PROTECTION

Cold War is copy protected using the StarForce copy protection system.

THE READ ME FILE

The Read Me file contains all of the latest information about Cold War, including information about any additions or changes to the game that were incorporated after this manual was printed. To view the Read Me file, select Latest information about Cold War from the Cold War folder on the Windows Start menu.

GAME MENUS

MAIN MENU

The Main Menu opens automatically when you load Cold War. The following options are available. Click an option to select it.

• **New Game:** Start a new game of Cold War.

• **Continue Game:** Continue your most recently saved game. When you select this option, you continue your most recent game from the last saved location. (This option is inactive if no saved games are available.)

• **Load Game:** Load a previously saved game. When you select this option, the Load Game screen opens. To load a game, click its name on the list. To exit the Load Game screen without loading a game, press ESC. (This option is inactive if no saved games are available.)

• **Options:** Open the Game Options screen. (See "Game Options Screen" for details.)

• **Exit Game:** Quit Cold War and exit to the Windows desktop.

GAME OPTIONS SCREEN

The Game Options screen allows you to adjust game settings and customize your controls. This menu is accessible from the Main Menu and from the In-Game Menu.

The following options are available:

• Controls: Adjust mouse and game control settings.

• Video: Adjust the quality of the game image and select subtitle options.

• Audio: Adjust sound volume and other audio options.

• Back: Return to the Main Menu.

Click an option to open its sub-menu. To exit the Game Options screen, click Back or press ESC.

Note: To set the screen resolution and select a sound device, open the Change Options for Cold War window from the Cold War folder on the Windows Start menu. From this window you can also reset all of the game option settings to their default values. (See "Screen Resolution and Sound Devices" for details.)

CONTROLS

The Controls Menu allows you to adjust the game controls to suit your style of play. The following options are available:

• **Keyboard Mapping:** Open the Keyboard Mapping menu to change the default control keys for various actions in the game.

• **Mouse Settings:** Open the Mouse Settings menu to adjust the sensitivity of the mouse or invert the Y-axis control.

• **Back:** Return to the Main Menu.

KEYBOARD MAPPING

The Keyboard Mapping menu allows you to customize the keyboard and mouse action controls. The controls are divided into the following categories for easy reference:

• **Movement:** All controls related to movement.

• **Actions:** All non-movement actions—reloading, using items, and so on.

• **Inventory:** The controls for choosing items from your inventory.

• **Interface:** General game interface controls—view objectives, quick save/quick load, and so on.

TO RE-MAP A CONTROL, DO THE FOLLOWING:

1. Click the control category on the Keyboard Mapping menu.
2. On the list of actions, click the action you want to change to select it.
3. Press or activate the control (key, mouse button, mouse wheel) to which you want to map the control. The control to which the action is now mapped appears next to the name of the action.
4. To re-map another control, repeat steps 2 and 3.
5. Click Back to return to the Keyboard Mapping Menu.

To reset all control mappings (and other options in the game) to their default settings, quit the game, select Change options for Cold War from the Cold War folder on the Windows Start menu, and click Reset all options to default values on the Troubleshooting tab.

MOUSE SETTINGS

Select the Mouse Settings option on the Controls Menu to adjust the sensitivity of the mouse input. The higher the mouse sensitivity, the less you have to move the mouse to produce a response. The default value is 1.0.

To adjust the mouse sensitivity, move the mouse over the option setting on the menu. To increase sensitivity, click the arrows to the right of the option text. To decrease the sensitivity, click the arrows to the left of the text.

To save the settings and return to the Controls Menu, click Apply. To return to the Controls Menu without saving your changes, click Cancel.

AUDIO

The Audio menu has the following options:

- **EAX:** Turn EAX on or off. Cold War supports Creative EAX® ADVANCED HD™ 3.0 Environmental Audio technology that delivers the best gaming audio experience. To take advantage of EAX® ADVANCED HD™ Environmental audio technology in the game, you must equip your system with one of the Sound Blaster® X-Fi™ series sound cards. If your system supports EAX Acoustics, it is automatically selected during setup.
- **Music Volume:** Adjust the volume of the background music. The default value is 100%.
- **Speech Volume:** Adjust the volume of character speech. The default value is 100%.
- **Effects Volume:** Adjust the volume of sound effects and ambient sound. The default value is 100%.
- **Subtitles:** Turn the in-game subtitles and those displayed during cut-scene animations on or off. The default setting is On.

To adjust a setting, move the cursor over the option. Use the left and right arrow keys on the keyboard to change the option.

To save your changes and return to the Game Options screen, click Apply. To return to the Game Options screen without saving your changes, click Cancel or press ESC.

VIDEO

In this menu, you are given the opportunity to adjust your monitor settings to maximize the visual quality of the game. Follow the on-screen instructions to complete this process.

THE VIDEO MENU HAS THE FOLLOWING OPTIONS:

- **Gamma:** Change the color brightness and color contrast of the image (as opposed to the overall brightness and contrast). The default setting is 1.0.
- **Brightness:** Make the overall picture brighter or dimmer. The default setting is 100%.
- **Contrast:** Adjust the variation between the lightest and darkest parts of the picture. The default setting is 100%.

To adjust a setting, move the cursor over the option. Use the left and right arrow keys on the keyboard to change the option.

To save your changes and return to the Game Options screen, click Apply. To return to the Game Options screen without saving your changes, click Cancel or press ESC.

IN-GAME MENU

During the game, you can access the In-Game Menu to adjust game options save and load games. To open the In-Game Menu, press ESC at any time during the game.

The following options are available from this menu. Click an option to select it.

- **Continue Game:** Close the In-Game Menu and return to the game.

- **Save Game:** Open the Save Game screen (see "Saving and Loading" for details.)
- **Load Game:** Open the Load Game screen (see "Saving and Loading" for details.)
- **Restart Level:** Restart the current game level. When you select this option, a prompt asks you to confirm your decision to restart. On the prompt, click Yes to restart the level. Click No to return to the In-Game Menu without restarting.
- **Options:** Open the Game Options screen (See "Game Options Screen" for details.) To return to the In-Game Menu from the Game Options screen, click Back on the Game Options menu or press ESC.
- **Quit Level:** Exit the game and return to the Main Menu. When you select this option, a prompt asks you to confirm your decision to abort the current level. On the prompt, click Yes to exit to the Main Menu. Click No to return to the In-Game Menu.

PLAYING COLD WAR

GETTING STARTED

To start a new game of Cold War, select New Game from the Main Menu and then select a game difficulty level.

OBJECT OF THE GAME

In Cold War, you play the role of Matthew Carter, a resourceful American reporter. Following a lead from a trusted source, you have traveled to the Soviet Union to cover a breaking news story. Instead, you've stumbled into the middle of a plot to destroy the growing amity between the Russians and the Americans—and someone is determined to set you up as the architect of this nefarious plan. Using a combination of ingenuity, stealth, and brute force, you must uncover the clues to the real plot, find the perpetrators, and prove your innocence—and perhaps even prevent World War III in the process.

SAVING AND LOADING

TO SAVE YOUR GAME:

1. Press ESC to open the In-Game Menu.
2. On the In-Game Menu, click Save.
3. To save the game over an existing saved game, click the name of the saved game you want to overwrite. When you move the cursor over an existing save slot, the display on the right shows a screen shot from that save, as well as the date and time that it was saved. Click Yes on the confirmation prompt to overwrite the selected saved game, or click No to cancel.
4. To save the game in a new saved game slot, click New Save.
5. Click OK on the Game Saved prompt to return to the game.
6. To exit the Save Game screen without saving a game, press ESC.

TO LOAD A SAVED GAME:

1. Select Load Game from the Main Menu. (If you are loading a saved game during game play, press ESC to open the In-Game Menu and select Load Game.)
2. Move the cursor over the saved game names on the list. When you do so, the display on the right shows a screen shot from the save, as well as the date and time that it was saved.
3. Click the name of the game you want to load.
4. Click Yes on the confirmation prompt to load the game, or click No to cancel.
5. Click OK on the Game Loaded prompt to return to the game.
6. To exit the Load Game screen without loading a game, press ESC.

QUICKSAVE AND QUICKLOAD:

Cold War has a Quicksave and a Quickload feature that allows you to save and load during game play with a press of a single key. To activate Quicksave, press F5. To activate Quickload, press F9, and then click OK on the Game Loaded prompt to continue.

Each time you perform a Quicksave, the previous Quicksave (if any) is overwritten. Quickload simply loads the Quicksave saved game. You can also load this game by selecting Quicksave from the Load Game menu.

LEVEL OBJECTIVES

Objectives
Mission goal
Photograph the secret meeting inside Lenin's mausoleum
Incomplete: Practice basic movement
Incomplete: Do not kill anybody
Press F1 to return to game

Each level of the game has an ultimate goal and one or more objectives that must be accomplished in order to achieve that goal.

To open the Objectives screen and view your mission goal and objectives at any time during the game, press F1. To exit the Objectives screen, press ESC or F1.

STATUS DISPLAY

The Status Display in the lower right corner of the game screen provides you with a great deal of information. It is divided into four distinct sections.

BATTERY/POWER

When you are using the X-ray Camera, the meter on the left side of the Status Display tracks your power usage and battery level. When the battery is fully-charged, the power meter extends to the top of the display. As you use the camera, the power is drained, and the battery level drops toward the bottom of the display.

When the power meter is empty, the battery is dead and the device will no longer function.

The X-ray Camera is self-charging—the battery level returns to full over time when the device is not being used.

HEALTH METER

The bar at the bottom of the Status Display is your Health Meter. The length of the green bar displayed on the Health Meter serves as a constant reminder of your physical condition. At full Health, the bar stretches across the entire display. Each time you are injured, the bar gets progressively shorter, moving to the right. When the bar disappears entirely, you die.

You can restore your Health by using Medikits to heal your wounds. To use a Medikit, press 6 to open the Medikit section of your inventory, and then select the Medikit you want to use. (See "Inventory" and "Healing Your Injuries" for more information.)

ENEMY ALERT LEVEL

The small square in the lower right corner of the Status Display to the right of the Health Meter serves as a monitor for the current level of enemy alertness in your area. When nearby enemies are at ease, the square is green. As enemy alertness increases—in response to alarms, sounds you have made, and so on—the square turns first to yellow and then to red, which indicates the highest alert level.

When the alert level is red, it's a good bet that the nearby enemy units are actively searching for you. Lay low or hide for a minute or two until the Enemy Alert Level square returns to green, and then move on.

STEALTH METER

The blue bar along the right side of the Status Display is the Stealth Meter. This indicates the likelihood of your being spotted or heard by an enemy. When the blue bar is short or non-existent, you are well-hidden. The higher the blue bar rises, the easier it is for the enemy to locate you.

See "Visibility and Noise" for details on the finer points of being stealthy.

HOLSTER

The square in the center of the Status Display is your holster. The item that appears here is being held at the ready, and can be easily accessed and used at any time.

To place an item in your holster, select it from your inventory and press E. When you select a new item for your holster, any item that was already in the holster is automatically placed back in your inventory. To use the item in your holster, press the E key or the left mouse button. (See "Inventory" for more details.)

The number or numbers that appear below the item in your holster indicate the number of uses the item has remaining (in the case of items with a limited number of uses), or the amount of ammunition (in the case of weapons). Weapon ammunition is indicated by two numbers—one showing the number of shots in the weapon, the other showing the total amount of available ammunition you have for that weapon. For example, if the pistol in your holster has 8/52 displayed below the weapon image, this means that there are currently 8 rounds in the pistol and 52 rounds total available for the weapon.

ITEM SELECTION MENU

As you collect and assemble items and weapons throughout the game, they are placed in your inventory. The items are sorted by category. To retrieve an item from your inventory, press the number that corresponds to the category in which the item is stored:

1. Firearms
2. Slingshot
3. Mines
4. Explosives
5. Other
6. Medikits
7. X-ray Camera

To cycle through the items in a category, press the corresponding number key repeatedly until you get to the item you want, or use the mouse wheel to scroll through the list. To exit the Inventory Display without selecting an item, press ESC.

- To select an item from your inventory and place it in your holster, press E when the item is highlighted. When you place a new item in your holster, any item currently in your holster is automatically returned to your inventory.
- To use a highlighted item without placing it in your holster, click the left mouse button.
- To drop a highlighted item that cannot be used—a bottle of vodka or fuel can, for example—click the left mouse button.

Although you are able to carry a great many items in your inventory, there is a limit to the number of each type of item you can carry. If you attempt to pick up more items of a single type than your inventory allows, you are informed of this. In order to pick up more items of that type, you must first use or drop an item of that type from your inventory.

MOVEMENT

Movement in Cold War is accomplished using a combination of keyboard and mouse controls. By default, the basic movement controls are as follows:

- **Move Forward: W (or the up-arrow key)**
- **Turn Left: A (or the left-arrow key)**
- **Turn Right: D (or the right-arrow key)**
- **Move Backward: S (or the down-arrow key)**

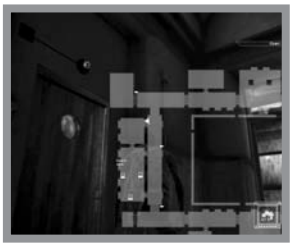
There are three movement speeds—slow walk, walk, and run. Movement speed is, by default, controlled by the mouse wheel. Spin the mouse wheel forward to move faster and backward to move slower. The slower you move, the less likely you are to be heard and spotted by the enemy.

On the other hand, quick movement is sometimes all that stands between you and an untimely death. To sprint, hold down the CTRL key while you move. You can only sprint for a few seconds at a time. You must then move at a normal pace for a brief time before you can sprint again.

In many cases, maintaining a low profile is the only way to sneak through a tricky or potentially hostile situation. To crouch, press the Shift key. You can toggle in and out of crouch mode by pressing the Caps Lock key. The slower you move, the lower you can crouch.

The camera view typically remains behind Carter, but you can rotate the view (when you are standing still) by moving the mouse in the direction you want the camera to move. When you have a weapon in your hand, the camera remains locked behind Carter's right shoulder, and moving the mouse aims the weapon.

MAP MODE



You can keep track of your location by using your map. To toggle the map on and off, press the M key.

The map appears as a translucent overlay on the screen. As you move, the map shifts position to follow your progress. The map shows the general layout of the area, and marks the position of doors with colored lines:

- **Green: Unlocked doors.**
- **Red: Locked doors that can be opened using a key.**
- **Blue: Locked doors that cannot be opened.**

ACTIONS MENU

Most actions in the game—other than basic movement and combat—are initiated from the Actions Menu. When an action or set of actions becomes available, the Actions Menu appears to show you the available choices. For example, when you walk up to the body of an enemy you have just killed or knocked unconscious, the Search Body and Grab Body commands might appear. Or, when you walk up to a stash of equipment, the Actions Menu lists the available items. (In this case, selecting the item name from the Actions Menu picks up that item.)

TO USE THE ACTIONS MENU:

1. When the options appear, hold down the right mouse button.
2. Use the up and down arrow keys on the keyboard or the mouse wheel to scroll through the available options.
3. When the action you want to perform (or item you want to pick up) is highlighted, release the right mouse button to select it.
4. To exit the Actions Menu without selecting an action or an item, highlight Back To Game and release the right mouse button.

When there is only one action or item listed on the Actions Menu, you can select it by simply clicking the right mouse button. You can also automatically select the first item on the menu in this manner.

COMBAT

In Cold War, you can accomplish many mission goals through stealth and wits—but, sometimes, you have no choice but to use whatever force is necessary to defend yourself.

RANGED COMBAT

There are only a couple of ranged weapons in the game, but each of these have a diversity of ammo types that can be shot from them. It's not a bad idea to keep a ranged weapon in your holster at all times just in case you need to get to it quickly.

To fire a weapon, first draw it from your holster by pressing E or clicking the left mouse button. Once it is in your hands, move the mouse so that the crosshairs on the screen are centered on your target, and click the left mouse button to fire. Although you can fire a weapon while you are moving, the faster you move, the less accurate your shots are. Your accuracy is always best when firing from a stationary position.

Your aim is important! If you can manage to inflict a critical wound, you can put your target down with a minimal number of shots. For example, you can often eliminate an enemy with a single shot to the head, whereas it might take several hits to the body to take out the same target.

Watch the color of your crosshair when aiming! The color of the crosshair identifies the target as friend or foe:

- **Red Crosshair: Enemy**
- **Green Crosshair: Ally**
- **Yellow Crosshair: Civilian**

If you kill a civilian or an ally, you fail the mission—so be careful who you shoot! Note that you are allowed to knock out civilians—and it is often a good idea to do so if you have the chance! A civilian can alert enemies to your presence if given the chance. Other non-lethal forms of attack are also fine when dealing with civilians.

The numbers that appear below the weapon image in the Status Display show you how much ammunition you have available for that weapon. The number on the left is the number of rounds in the gun's clip, and the number on the right is the total number of rounds available for reloading. When both numbers are zero, you are out of ammunition for that weapon, and you should switch weapons immediately until more ammo becomes available.

If rounds are available, you automatically reload your weapon when it runs out of ammunition. You can also manually reload the weapon by pressing the R key when the weapon is in your hand.

Like other items, weapons, and devices, ammunition for your weapons can be found scattered throughout the game. Whenever you find some ammunition, pick it up—even if it doesn't work with any of the weapons you are currently carrying. You never know when it might come in handy.

CLOSE COMBAT

In many cases, you might not have access to a ranged weapon or, even if you do, using one is not an option because it will draw unwanted attention. In these situations, your only option when you need to put an enemy out of commission is to engage in close combat.

To deal with an enemy in this manner, you must sneak up behind him and take him by surprise. When you get within range, the Actions Menu opens and displays a list of close combat options.

The tried and true Knock Out option is always available to you—a simple fist to the side of the head. This is sometimes effective, but is noisy and does not work against opponents who are wearing helmets.

A wide variety of other close combat methods are available when you have the right equipment. For example, if you have a knife, you can use the Slit option to dispatch the enemy silently (and permanently). Or, if you have ether, you can Dope the enemy, quietly knocking him unconscious.

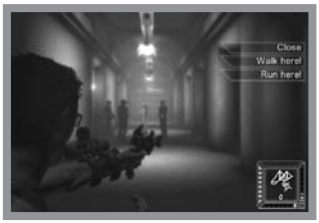
Unconscious enemies wake up after a short time. If another enemy unit finds an unconscious companion, he can awaken his fallen comrade. If you have anesthetic injections in your inventory, you can select the Use Injection action on an unconscious enemy to ensure that he remains unconscious for a longer period of time.

The Actions Menu always presents you with all available close combat options. Choose the one that works best for you given the situation in which you are involved. (See "Actions Menu" for more information.)

SPECIAL WEAPONS

In addition to the conventional weapons you find throughout the game, you have several specialty weapons available to you.

SLINGSHOT



Although it may seem like a very primitive weapon, the slingshot is actually a very useful device. It can be used to quietly launch offensive projectiles—sticky bombs, grenades, darts, and so on—as well as a variety of other devices and objects.

For example, you can use the slingshot to fling a tracing bug at an enemy so that you can track his movements on the map. Or, you could shoot a coin or other object at a wall to distract the attention of a guard so that you can slip past undetected.

Press 2 to open the slingshot section of your inventory. The Inventory Display shows you all of the available slingshot options. Select the option you want and then aim and fire the slingshot just as you would any other ranged weapon.

MINES

Mines are useful devices that you can use to remotely eliminate or incapacitate enemy personnel. There are two basic mine types:

- **Explosive Mines:** These basic mines are set to explode when triggered, killing or seriously wounding anyone caught in the weapon's blast radius. While very effective, explosive mines are very noisy and tend to draw lots of attention from nearby enemy personnel.
- **Ether Mines:** Ether mines function similarly to explosive mines but, instead of exploding, they emit a cloud of gas that temporarily stuns enemies in the weapon's zone of effect. Ether mines are much quieter than explosive mines and are, therefore, less likely to alert enemies to your presence.

All mines, regardless of type, are activated by a proximity trigger. When someone enters the device's detection range, the mine is triggered.

To deploy a mine, select it from your inventory and click the left mouse button. The mine is automatically placed at your feet and armed. Mines should only be deployed in hidden locations—in dark, shadowed areas, for example. If an enemy spots the mine before it goes off, he can disarm the weapon, rendering it useless.

X-RAY CAMERA

When you arrived in the Soviet Union, your normal camera was replaced with a duplicate that is equipped with a powerful X-ray device. While it was the enemy's intention to use this top-secret spy gadget as part of an elaborate plot to frame you, the joke is on them! If you learn to use the X-ray Camera effectively, it can be a great asset in your investigation and escape.

First and foremost, the X-ray Camera allows you to see through walls. This comes in handy for examining a room before you enter so that you know whether there are any enemies present. This ability is passive—as long as you are in camera mode, you can look through a wall by simply looking in that direction.

The X-ray camera is also an effective ranged weapon. When the camera has ammunition (which you can find in the usual places—by searching fallen enemies, for example), you can use it to fire a burst of high-energy radiation that can render an enemy unconscious for a short time. In order to be effective, you must aim your shot at the target's brain, which is (conveniently) readily visible when the X-ray Camera is active.

You can also indirectly attack a target by using the camera to blast an explosive near the enemy—a fire extinguisher, for example. When the object explodes, the target is incapacitated by the blast. Explosive objects appear orange in the X-ray Camera's Display. Make sure you're not too close when you blow something up—you could be injured!

Finally, the X-ray Camera can be used to disable security cameras or laser fences. Take aim at the security device and fire to render it inactive. (See "Bypassing Security Devices" for details.)

The number of shots remaining in the camera is shown below the camera's image in the Status Display. You do not need ammunition in order to use the camera's normal X-ray capabilities.

To use the X-ray Camera, select it from your inventory by pressing 7 and then press E or click the left mouse button. To switch out of camera view, press E again. To fire a blast from the camera, aim the camera as you would any ranged weapon and click the left mouse button while in camera mode.

As you gather components and start exchanging Tech Points for blueprints, you will eventually have access to blueprints that allow you to upgrade the X-ray Camera by adding a zoom lens. When the zoom lens is installed, use the mouse wheel to zoom the image in and out. (See "Tech Points, Blueprints, and Gadgets" for more information on acquiring blueprints and building gadgets.)

ANESTHETICS

Anesthetics aren't really a weapon per-se, but a means to keep an unconscious enemy unconscious for a longer period of time. If you are carrying anesthetics, the Use Injection option appears on the Actions Menu. Select this option to inject a dose of drugs into the body. This should be enough to keep most enemies sleeping soundly until you are a good distance away.

INTERACTION

SEARCHING BODIES

When you're a fugitive, you have to take weapons, equipment, and supplies wherever you can find them—and there is no better place to look for useful items than in the pockets of a freshly-dispatched enemy.

Nearly every enemy that you render unconscious or kill has something of interest that's worth searching for. To search a body, move close to the enemy and select the Search Body action from the Actions Menu. Any items found as a result of the search are added to your inventory.

HIDING BODIES

As mentioned in the "Visibility and Noise" section below, it is usually to your advantage to remain inconspicuous and leave no evidence of your presence. Nothing says "there's an enemy in the vicinity" like the corpse of a hapless guard, so it's important that you tidy up after yourself when you dispatch an enemy. Move the body into the shadows or hide it behind something to minimize the chance that someone else will come along and find it.

To pick up a body, move close to it and select the Grab Body option from the Actions Menu. When you reach a suitable hiding place, select Drop Body from the Actions Menu to drop the body.

HEALING YOUR INJURIES (USING MEDIKITS)

No matter how careful you are, you're bound to get hurt. Luckily, Medikits are fairly easy to find if you take the time to search every room and body you come across. It's always a good idea to keep a few of these on hand in case you need to patch yourself up after a fight.

Your Health level is always visible on the Status Display. (See "Status Display" for more information.) Whenever your Health drops below its maximum level, you can use a Medikit to increase it.

To use a Medikit, press 6 to open the Medikit section of your inventory, scroll to the Medikit you want to use, and press Enter. Your Health is automatically increased when the Medikit is selected. The amount of Health boost you get from the Medikit depends on the size of the kit—they are available in small, medium, and large.

VISIBILITY AND NOISE

Stealth plays a big role in Cold War. In many situations, you are outnumbered and outgunned, so fighting your way out is not an option. Only through the mastery of stealthy movement can you hope to succeed.

The Visibility Meter on the Status Display shows you how visible you are at any given moment. The higher the blue bar rises, the more visible you are. A number of factors affect visibility:

- **Light:** The brighter the area you are moving through, the more visible you are. If you want to remain hidden, remain in the shadows as much as possible.
- **Cover:** Hiding behind natural cover reduces your visibility.
- **Posture:** When you are crouched, you are less visible than when you are standing upright.

If all else fails, you can always find a place to hide. Look for closets, lockers, and other enclosed spaces that might be big enough to conceal you for a short time. When you walk up to a suitable hiding place, the Hide command becomes available on the Actions Menu. (See "Actions Menu" for details on performing actions.)

Another factor that affects your ability to remain hidden is sound. The more noise you make, the more likely it is that enemies will notice you. The amount of noise you make at any given time is determined by your actions:

- **Slow Walk:** This is the quietest form of movement and produces only minimal sound.
- **Walk:** Noisier than a slow walk, but still relatively quiet.
- **Run/Sprint:** The noisiest and most noticeable form of movement.
- **Firing Weapons:** Some weapons—like slingshots—are relatively quiet and might not draw the attention of nearby enemies, while other weapons—like pistols and rifles—alert enemies to your presence immediately.

LURING ENEMIES

Sound can also be used to your advantage. When you want to draw an enemy to your position, it is often as easy as making a noise that will catch the enemy's attention. You can snap your fingers to lure the enemy to your position by pressing the L key.

There are also a number of devices and objects you can use to draw an enemy's attention:

- **Cigarettes:** Most enemies can't resist a free pack of smokes. Drop a pack of cigarettes on the floor or ground to attract an enemy's attention. When they bend over to pick up the pack, you can take them out or slip by them.
- **Coins:** Coins make lots of noise, especially when thrown. Throw a coin to distract an enemy's attention—they will move toward the sound instead of toward you.

- **Luring Device:** If you're looking for a high-tech way to distract an enemy, construct a luring device. It can be set to make a loud sound that draws enemies toward it. You can attack or get away while they are distracted.
- **Mines:** Not very subtle, but often effective. If you set off an explosive charge, it is certain to draw attention. Just make sure that you're not nearby when it goes off.

TECH POINTS, BLUEPRINTS AND GADGETS

In addition to being an ace reporter, Matthew Carter is skilled in the construction of useful gadgets and devices. This is an ability that is bound to come in handy.

Throughout the game, you will find files and other technical materials, each of which is worth a number of Tech Points. Many files and blueprints are found just where you'd expect to find them—briefcases and file cabinets are good places to look. You can also find files on the bodies of enemies you incapacitate or kill.

Each time you pick up a file or other technical item, it adds to your Tech Point total. Tech Points represent technical knowledge gained from reading the various documents you have obtained. You can use this knowledge to create blueprints for new gadgets. Once you've drawn up your blueprints for a new gadget, you can then construct these gadgets and deadly devices. To convert your Tech Points into blueprints, press the F2 key. This opens the Assembly screen. To exit the screen at any time, press ESC.

There are seven Tech Levels. The higher the Tech Level, the more advanced the gadget or device made possible by the blueprint. In order to draw up blueprints at higher tech levels, you must first design less complicated blueprints and build upon these until you have enough knowledge (Tech Points) to design a more advanced device. You must design three blueprints from the next lower level in order to advance to the next level of gadgetry. For example, you must have at least three Tech Level 1 blueprints before you can start drafting blueprints from Tech Level 2.

To scroll through the Tech Levels on the Assembly Screen, press the up and down arrow keys on the keyboard.

The Assembly screen displays all of the blueprints that you can potentially obtain. The blueprint icons are color-coded to denote their availability:

- **Yellow:** Blueprints that you already have.
- **Green:** Blue prints that can be designed when you have enough knowledge (Tech Points). These icons also display the Tech Point cost required to create the Blue Print.

Use the arrow keys on the keyboard to scroll through the icons. The right-hand section of the Assembly screen shows the name of the highlighted item and a brief description of its function. The total number of Tech Points you currently have available appears at the bottom right, below the cost.

To purchase the highlighted blueprint, press Enter and click Yes on the confirmation prompt that follows. If you do not want to purchase the blueprint, click No on the confirmation prompt.

CONSTRUCTING GADGETS AND DEVICES FROM BLUEPRINTS AND COMPONENTS

Once you have designed the blueprints for a new device, you can construct it—provided you have the proper components. Components can be just about anything you find in the game—plastic bottles, screws, cans, and so on. When you highlight a blueprint that you have designed (a yellow blueprint) on the Assembly screen, icons representing the components required to build that item are displayed below the blueprint inventory.

Yellow means you have the component available, red means that you don't have the component.
A transparent gadget icon indicates that you do not have the required parts to assemble it.

To view an inventory of your components, press and hold the I key while the Assembly screen is open. The number you have available is displayed in the bottom right corner of each component icon. To close the component inventory, release the I key.

To construct a gadget or device for which you have the blueprint and all of the necessary components, use the arrow keys on the keyboard to scroll through the icons on the Assembly screen until the one you want to build is highlighted. Press Enter, and then click Yes on the confirmation prompt to build the item. Click No if you decide not to build the item. Newly constructed gadgets and devices are automatically added to your inventory.

BYPASSING SECURITY DEVICES

Most of the places through which you must move are high-security areas, so you are bound to encounter many security devices along the way. Knowing how to avoid and disarm these devices is vital to your success.

THERE ARE TWO TYPES OF SECURITY DEVICES:

- **Security Cameras:** Security cameras are among the most common security devices you will encounter. Active security cameras are easy to spot—they emit a red laser beam. By watching the beam, you can easily determine the viewing area covered by the camera. As long as you avoid the beam, you are out of the camera's field of view. If the beam hits you, you have been spotted, and the enemy is very likely on the way to your position. You should also avoid killing or incapacitating guards when they are within the camera's field of view—seeing a guard collapse on-camera is enough to bring other guards running.

- **Laser Security Fence:** Laser security fences block some doors and passageways. If the laser beams are blinking on and off, you can pass through the fence while the beams are off (with a little luck and good timing). Otherwise, you must find a way to deactivate the fence in order to pass through undetected.

Security cameras and laser fences can be deactivated if you can find the security terminal that controls them. To use the security terminal, move up to the panel, select Use Terminal from the Actions Menu, and then select Turn Security Off. Note that the Actions Menu works a bit differently when you are using a security terminal. To select an option, highlight it and press Enter or click the left mouse button.

Security terminals provide access to a map of the area. This map shows not only the layout of the facility, but also tracks the positions and movement of enemy units in the vicinity. Each enemy appears as a red figure on the map.

You can also reactivate security devices from security terminals if you so desire. From the security terminal, you can monitor activity through all of the security cameras that terminal controls. If there are multiple cameras controlled from the console, use the left and right arrow keys on the keyboard to change camera views.

Security cameras can also be deactivated by hitting them with a blast from your X-ray camera. To do so, aim the X-ray camera at the security camera and fire. (The function of the X-ray camera is explained in detail in the "Combat" section.)

ENEMIES

As you might expect, given your situation in Cold War, there are plenty of people that would like nothing more than to see you in prison—or, worse, dead. You can expect to encounter a variety of enemies, not all of whom act and react in the same manner.

- **Civilians:** From time to time, you might encounter civilians—scientists, for example—who are working for the enemy. These people are unarmed, and generally run away when they see you. That doesn't mean that they aren't dangerous, though—civilians can alert other, more dangerous enemies to your presence. Unfortunately, you cannot kill civilians—doing so causes you to fail your current mission. Simply avoid civilians whenever possible.

- **Police and Guards:** The most common enemies you encounter are police and military personnel who patrol the various facilities throughout the game. These enemies attack you on sight, but have no special offensive or defensive abilities.

- **Agents:** Agents are a bit more formidable than guards and policemen. They also attack on sight, but their accuracy is higher and they are generally equipped with better weapons.

- **Spetsnaz:** The Russian special forces, or Spetsnaz, are the most dangerous enemies you encounter. They are equipped with the best weapons—usually submachine guns and night vision goggles—and are very accurate. They are also quite well protected. Their body armor makes them harder kill, and their helmets make them immune to being knocked out with a simple punch. (See "Close Combat" for details.)

TIPS

- Look all around for items that you can pick up. You never know when a screw or dirty old rag can come in handy.
- Lure guards away from the place you want to go by using coins, cigarettes and luring devices.
- Remember, if you shoot an enemy with a rubber bullet, he will eventually wake up.
- If you can see through windows, so can guards, civilians, and spetsnaz.
- Using the X-ray camera to blow up fuel cans and vodka bottles will create explosions. Try luring your enemies close to them.
- The X-ray camera isn't just for blowing things away. Its primary use is to reveal enemy locations.
- Do not place your mines in well lit areas. They can be seen and picked up.

NEW_CW_manual_EN.qxd 9/20/05 9:16 AM Page 24

APPENDIX A: CONTROLS

The following table shows the default keyboard and mouse controls for Cold War. You can re-map the keyboard controls to whatever settings you prefer. (See "Game Settings Screen" for details.)

MOVEMENT CONTROLS

Action	Primary	Secondary
Move Forward	W	Up-Arrow / NUM 8
Move Backward	S	Down-Arrow / NUM 2
Turn/Strafe Left	A	Left-Arrow / NUM 4
Turn/Strafe Right	D	Right-Arrow / NUM 6
Crouch	Left SHIFT	Right SHIFT
Toggle Crouch	CAPS LOCK	–
Sprint	Left CTRL	Right CTRL
Speed Up	Mouse Wheel Forward (Up)	–
Slow Down	Mouse Wheel Back (Down)	–

ACTION CONTROLS

Action	Primary	Secondary
Fire Weapon	Left Mouse Button	C
Reload Weapon	R	–
Use Item/Weapon	E	–
Snap Fingers	L	–
Use Medikit	H	–
Use X-ray Camera	X	–
Zoom Camera In	Mouse Wheel Forward (Up)	–
Zoom Camera Out	Mouse Wheel Back (Down)	–

INVENTORY CONTROLS

Action	Primary	Secondary
Weapons	1	–
Slingshot	2	–
Mines	3	–
Explosives	4	–
Other Inventory Items	5	–
X-ray Camera	6	–
Quick-Select Pistol	Y	–
Quick-Select AK-47	U	–
Select Previous Item	F	–

INTERFACE CONTROLS

Action	Primary	Secondary
Toggle Map	M	TAB
Objectives	F1	–
Assembly	F2	–
Quick Save	F5	–
Quick Load	F9	–
Actions Menu	Right Mouse Button	–
Reset Camera	0	–

NEW_CW_manual_EN.qxd 9/20/05 9:10 AM Page 25

CREDITS

COLD WAR

DEVELOPED BY MINDWARE STUDIOS

Executive Producers
Karel Papík
Tomás -Sep- Pluharík

STORY
Karel Papík
David Hanzl
Tomás -Sep- Pluharík
Pavel Kríz

SCRIPT
Karel Papík

LEAD DESIGNER
Tomás -Sep- Pluharík

LEVEL DESIGNERS
Tomás -Sep- Pluharík
Rudolf -Jolly- Matousek
Pavel Kríz
David Hanzl

LEAD PROGRAMMER
Patrik Rak

XBOX LEAD PROGRAMMER
Michal Rehácek

PROGRAMMERS
Stepán Vondrák
Michal Celler
Peter Arbet
Petr Tovarys
Jirí Dvorák

ADDITIONAL PROGRAMMING
Jirí Dluhos

PLUGINS PROGRAMMING
Petr Robek

LEAD ARTIST
Lukinec

ENVIRONMENTAL ARTISTS
Michal Hochmajer
Lukás Kraina
Rado Turko
Michal Beran
Lukinec

CHARACTERS
Michal Beran
Jaroslav Cihelka
Lukinec

ANIMATIONS
Rado Turko
Outsider Development s.r.o.
Lukinec

CUT SCENES
Jaroslav Cihelka
Ján Dusek

HUD & INTERFACE
Martin Lysec

CARTER CONCEPT ART
Adolf Lachman

ADDITIONAL GRAPHICS
David Hanzl
Jan Konopásek
Michal Habrdla

MUSIC & SFX
Ján Dusek

LOCALIZATION MANAGER
Martin Moravec

SPECIAL THANKS TO

Andrew Bellomy
Mariano Pireddu
Givovanni Sanna
Jana Papíkova
Jana Pomajzlová Pluharíkova
Radka Rakova
Julínek
Eva Cihelková
Viktor Cihelka
Lenka Krainová
Katerina Minaríková
Eva Dudasová
Petr -Sleepless- Polácek
Jirí Pavlovsky
Jan Eisner
&
Pizza Palatino

PUBLISHED BY DREAMCATCHER INTERACTIVE

DREAMCATCHER

DREAMCATCHER DCNA PRODUCTION

EXECUTIVE PRODUCER
George Chastain Jr.

PRODUCTION ASSISTANT
Daniel Torreblanca

ADDITIONAL PRODUCTION
Bill Mooney
Mark Harwood
Robert Stevenson

ADDITIONAL HUD AND INTERFACE DESIGN
Russell Challenger

ADDITIONAL SCRIPT EDITING
David Ellis

MARKETING AND PUBLIC RELATIONS

LEAD PRODUCT MARKETING MANAGER
Byron Gaum

ASSOCIATE PRODUCT MANAGER
Chris Nesbitt

PUBLIC RELATIONS (KOHNKE COMMUNICATIONS)
Erica Kohnke Kain
Sean Kauppinen
Christopher Clarke
Robin Rosales

NORTH AMERICAN PR COORDINATION
Duane Brown

ADDITIONAL PR
Tara Reed

LEAD ILLUSTRATOR PACKAGING
Russell Challenger

GRAPHIC DESIGN AND LAYOUT
Ed Hatim
Esther Sucre
Jay Kinsella

ADDITIONAL GRAPHIC DESIGN
Desmond Oku

MANUAL
David Ellis

WEBSITE DESIGN
Ryan Andal

LOCALIZATION

GERMAN LOCALISATION:
Jinglebell Communication

MANAGEMENT:
Alessandra Neve
Dror Bezerra de Melo

DREAMCATCHER EUROPE

PRODUCT MANAGER EMEA
John Gordon

MARKETING COORDINATION MANAGER
Frédérique Barkoff

JUNIOR PRODUCT MANAGER EMEA
Philippe Rapin

NEW_CW_manual_EN.qxd 9/20/05 9:16 AM Page 26

MARKETING MANAGER GERMANY
Christian Streil

GROUP MANAGER FRANCE
Alexandre Enklaar (Atari)

PRODUCT MANAGER FRANCE Mathias
Ahrens (Atari)

PRODUCT MANAGER UK
Deane Punter (Koch media)

PRODUCT MANAGER ITALY
Fabio Cerutti (Atari)

MARKETING ARTISTIC DIRECTOR EMEA
Odile Mousseau

WEBSITE EMEA
Eric Connille

LOCALISATION
Christine Gervillié
Thomas Neveu

JUNIOR TERRITORY MANAGER
Aurélie Rodrigues

SALES ADMINISTRATION
Julie Oliny

MANUFACTURING MANAGER EMEA
Bastien Lepetit

LOGISTICS ASSISTANT
Thomas Justino

VOICE RECORDING - ENGLISH

CASTING/DIRECTING
Lani Minella (Audio Godz)

RECORDING STUDIO
Bill Corkery Productions

EDITING
Lethal Sounds

VOICE TALENT - ENGLISH

CARTER
Ryan Drummond

GRUSHKOV
Chris Wilcox

SONYA
Lani Minella

BARINSKY
David Heath

PRESIDENT
Jon St. John

BONDARCHUK
Dan Castle

AGENT
Marc Biagi

Timotenko
Marc Biagi

IVAN
Dave Rivas

LAGODIN
Dan Castle

RUSAKOV
Marc Biagi

POLICEMAN
David Heath

SCIENTIST
Ryan Drummond

SPETSNAZ
Dan Castle-Marc Biagi
Jon St. John-Chris Wilcox

CIVILIANS
Dave Rivas-L

ani Minella
Ryan Drummond

VOICE TALENT - GERMAN

SASCHA DRAEGER
- Matthew Carter

STEPHIE KINDERMANN
- Sonya

MARK BREMER
- Barinsky-Sergej

RÜDIGER SCHULZKI
- Grushkov-Timotenko

CHRISTOS TOPOULOS
- Rusakov

HOLGER POTZERN
- Kolja-Bondarchuk

KONRAD HALVER
- Ivan-Lagodin

ULI PLEβMANN
- President

QUALITY ASSURANCE DCNA

QA MANAGER
Mike Adams

QA LEAD
Daniel Torreblanca

TESTERS
Adrian Miller
Dan Dawang
Chris Elliot
Anthony Finelli
Vasso Kontoulis
Jeremy Norel
Robert Weiland

EXECUTIVE MANAGEMENT

PRESIDENT & CEO
Richard Wah Kan

VP & CFO
Sean Carr

VP OF PRODUCT DEVELOPMENT & ACQUISITIONS
Robert Stevenson

VP OF MARKETING
Marshall Zwicker

BUSINESS DEVELOPMENT DIRECTOR EMEA
Olivier Pierre

VP & CFO EMEA
Roch Roustan

MARKETING DIRECTOR EMEA
Simon Vivien

BUSINESS DEVELOPMENT EMEA
Stéphane Grynszpan

SPECIAL THANKS

Currin Cyr (Microsoft)
Scott Callan (Microsoft)
Nicole Presland (Microsoft)
Isabelle Massa (Nvidia)
Stephan Belisle
Lori Lue
Krystal Moon
Suzanne MacGillivray
Chantal Mauro
Andrew Bakchinov
Agnes So (ATI)
Carrie Cowan (Nvidia)
Peter Harrison (Creative Labs - UK)
Christopher Gamboa
(Creative Labs - US)

NEW_CW_manual_EN.qxd 9/20/05 9:16 AM Page 27

FRANCE
& FRENCH SPEAKING COUNTRIES

DREAMCATCHER EUROPE
E-mail : techsupport@dcegames.com
Site Web : http://www.dreamcatchergames.com
Tech-line : 08 92 68 00 96 (0,34€/mn)
Du mardi au vendredi de 10h à 13h et de 14h à 19h

DEUTSCHLAND

E-mail: techsupport@dcegames.com (in English only)
Website: http://www.dreamcatchergames.com
Hotline Technik: 0190-84 60 48 (1,86€/mn)
Montag bis Donnerstag von 9:00-19:00
Samstag und Sonntag von 13:00-19:00
Hotline Tipps & Tricks: 0190-84 60 49 (1,86€/mn)
Täglich 8:00 – 24:00
Ab dem 1.1.2006 gelten neue Telefonnummern, welche Sie auf unserer Homepage finden können.

UNITED-KINGDOM

KOCH MEDIA LIMITED
Website (tech support): www.softwarehelpdesk.co.uk
Website: www.kochmedia.co.uk

ITALIA

ATARI
E-mail: it.info@atari.com
Website: http://www.atari.it

ESPAÑA

PROEIN, S.L.
E-mail: soporte@proein.com
Website: http://www.proein.com
Tfno: 914 062 964
10:00 a 14:00 y 16:00 a 18:00 - Lunes a Viernes

PORTUGAL

PLAYGAMES
E-mail: suporte@playgames.pt
Website: http://www.dreamcatchergames.com
Tel: 22 608 83 33
Monday to Friday 9:00-12:30 / 14:00-18:00

GREECE

E-mail: techsupport@dcegames.com (in English only)
Website: http://www.grupmulti.gr
Tel: 30 210 94 80 00

© 2005 Mindware Studios s.r.o. Licensed exclusively to DreamCatcher International Inc. Package design © 2005 DreamCatcher Interactive design and mark are trademarks of DreamCatcher Interactive Inc. Microsoft®, Windows® and DirectX® are registered trademarks of Microsoft Corporation. © 2005 Creative Technology Ltd. The Creative logo is a registered trademark of Creative Technology Ltd. in the United States and/or other countries. NVIDIA, the NVIDIA logo, and other NVIDIA marks are registered trademarks of NVIDIA Corporation in the United States and other countries. All other brands, product names and logos are trademarks or registered trademarks of their respective owners. All rights reserved.

CLWDENMN

THE WORLD'S MOST POWERFUL AUDIO PROCESSOR

Don't Game Without It!

- Ultimate Gaming Hardware Acceleration
- Ultra-Realistic Surround Sound Over Headphones and Multichannel Speakers
- Precise 24-bit Gaming Audio Conversion In Real-Time
- Enjoy Incredibly Life-Like Audio Landscapes With EAX® ADVANCED HD™ 5.0

SOUNDS BEST ON Sound BLASTER X-Fi TECHNOLOGY

www.soundblaster.com

Get CREATIVE®

©2005 Creative Technology Ltd. The Creative logo is a registered trademark of Creative Technology Ltd. in the United States and/or other countries. All other brands are trademarks of their respective holders.